

Wisconsin Law Enforcement Pursuit Report

SP4533 4/2002 s.85.07(8) Wis. Stats.

Wisconsin Department of Transportation
Reference Pursuit Data Collection Instructions
distributed by the Wisconsin State Patrol.

Section A - Law Enforcement and Pursuit Identification

Law Enforcement Agency Name _____

Agency ID
(DOTA - Blue Sheets) _____

Data Collection Year _____

☐ No Pursuits conducted during the preceding 12 months (report ends)

Pursuit Date Initiated Month - Day - Year ____ - ____ - ____	Pursuit Time Initiated (military time) Hours Minutes ____ : ____	Pursuit Date Terminated Month - Day - Year ____ - ____ - ____	Pursuit Time Terminated (military time) Hours Minutes ____ : ____	Agency Involvement (mark all that apply) <input type="radio"/> Initiation of Pursuit <input type="radio"/> Primary Pursuit Vehicle <input type="radio"/> Assist Other Agency
Pursuit Distance (to 0.1 mile) Miles Tenths ____ - ____	Maximum Speed (primary unit only) ____ mph	Pursuit Location - Initiated (Numerical Code - Green Sheets) State County Mun/Twp ____ _ Hwy/St ____		Pursuit Location - Terminated (Numerical Code - Green Sheets) State County Mun/Twp ____ _ Hwy/St ____

Section B - Reason(s) for Commencing Pursuit - Mark all that apply.

- ☐ Ordinance violation ☐ Criminal traffic violation ☐ Felony
☐ Traffic violation ☐ Misdemeanor violation ☐ Wanted person ☐ Other

Section C - Outcome of Pursuit

Termination

- ☐ Pursuit terminated by law enforcement, e.g., officer judgment, spikes, etc.
☐ Crash - during active pursuit
☐ Crash - after pursuit terminated
☐ Violator stopped of own accord
☐ Violator vehicle failure
☐ Violator abandoned vehicle / apprehended later
☐ Violator abandoned vehicle / escaped
☐ Other _____

Violations

Identify Wis. Statute # (Required)

Known	Discovered Later	Ordinance	Known	Discovered Later	Misdemeanor
<input type="radio"/>	<input type="radio"/>	_____	<input type="radio"/>	<input type="radio"/>	_____
<input type="radio"/>	<input type="radio"/>	Traffic	<input type="radio"/>	<input type="radio"/>	Felony
<input type="radio"/>	<input type="radio"/>	_____	<input type="radio"/>	<input type="radio"/>	_____
<input type="radio"/>	<input type="radio"/>	_____	<input type="radio"/>	<input type="radio"/>	_____
<input type="radio"/>	<input type="radio"/>	_____	<input type="radio"/>	<input type="radio"/>	_____
<input type="radio"/>	<input type="radio"/>	Criminal traffic	<input type="radio"/>	<input type="radio"/>	Other
<input type="radio"/>	<input type="radio"/>	_____	<input type="radio"/>	<input type="radio"/>	_____
<input type="radio"/>	<input type="radio"/>	_____	<input type="radio"/>	<input type="radio"/>	_____

Section D - Crash Information *

* Legend: Unit A: primary pursuit vehicle

Unit I: violator's vehicle

Unit Ia: additional violator's vehicle

Units B,C,D, etc: assisting law enforcement vehicles

Units II, III, IV, etc: third party vehicle, passenger, pedestrian, bicycle, other

Death

Great Bodily Injury

Property Damage

Unit _____	Number Killed _____	Unit _____	Number Injured _____	Unit _____	Estimated \$ _____
Unit _____	Number Killed _____	Unit _____	Number Injured _____	Unit _____	Estimated \$ _____
Unit _____	Number Killed _____	Unit _____	Number Injured _____	Unit _____	Estimated \$ _____
Unit _____	Number Killed _____	Unit _____	Number Injured _____	Other	Estimated \$ _____
Total Killed _____		Total Injured _____		Total Damage Estimate \$ _____	